THE TOTAL EXPERIENCE

STAR WARS
GALAXIES®

LUCAS ARTS

WARNING: PLEASE READ BEFORE INSTALLING OR USING THE SOFTWARE
PHOTOSENSITIVE SEIZURES
A very small percentage of people may possibly experience a seizure when exposed to certain light patterns, flashing lights or other visual images that appear in computer software games. If you, or anyone in your family, have an epileptic condition, consult your physician before installing or using the software. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can possibly cause a seizure while viewing a computer software game. Reported seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, nausea, headaches, jerking or shaking of arms and legs, disorientation, confusion, or any involuntary movement or convulsions.

If you experience any of these symptoms, IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR. Parents or guardians should watch for or ask their children if they are having any of the above symptoms - children and teenagers are reportedly more likely than adults to experience seizures from viewing computer software games.

INTERNET CONNECTION AND SYSTEM REQUIREMENTS
Notice: You will need to obtain an Internet connection (through a computer meeting the minimum system requirements) in order to play the game associated with this software. If you do not use an Internet connection, you cannot play the game. Such Internet connection may require additional fees. You will also need a valid credit card or a paid game card (if available) to play the game. Additional recurring fees required to play this game.

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INTRODUCTION

Welcome to *Star Wars* Galaxies! As Obi-Wan once said, "You've just taken your first steps into a larger world…" The past year has been an explosive period in the galaxy. The release of *Star Wars* Galaxies: Jump To Lightspeed brought unparalleled space combat to a multitude of anxious and enthusiastic pilots of all ages. Custom equipped X-wings and other Rebel craft square off in battle against a sea of Imperial TIE Fighters and their many variants. Multi-passenger transport craft ferry passengers to distant destinations while actively avoiding the threat of engagement, or perhaps they are in space exactly with the goal of combat and profiteering.

The galactic civil war rages on throughout space, as well as on the ground below. Rebel commandoes fight for control against Imperial garrisons, trying desperately to sway allegiances and the degree of control over the planet. Hard fought battles wage on, resulting in victory over valuable cities, only to have that same piece of land lost to the enemy when they regroup and wage a counter attack. There is a constant ebb and flow in every war, and you will see many territories changing hands between Imperial and Rebel control.

Now, another chapter begins with the exciting introduction of *Star Wars* Galaxies: Episode III Rage of the Wookiees. Explore all new terrain on the planet of Kashyyyk, the Wookiee homeworld. Experience the ongoing tension between the Wookiee culture and the history of oppression from Trandoshan enslavers. Learn more about the hunting cultures of the Rodians. Explore the vibrant sector of space above Kashyyyk and witness space miners actively gathering rare and valuable resources, all the while keeping a wary eye out for the threat of pirates. Perhaps you will make an attempt at mining some of these resources for yourself? Adventure on all new quests, taking you across many planets and even to space, exploring the mystery behind possible relics left behind from the Clone Wars. Fight against many vicious new creatures, such as the dreaded Katarn, and learn why the Wookiee right of passage is renowned for being such a challenge. Explore deep and dangerous caverns, leading only to a dead end, or perhaps there is something more to discover…

CHAPTER I: INSTALLATION INSTRUCTIONS

Installation Notes

- By default, the game installer will install the game in a C:\Program Files\StarWarsGalaxies folder, but you can change this location.
- If the installer does not automatically launch, double-click on the My Computer icon on your desktop, then double-click on your computer's CD-ROM or DVD drive. Double-click on SetUp.exe to install.
- Windows 2000/XP users, please note that you must be in the Administrator Profile to install.
- You may need to disable virus-scanning software for a successful install.
- *Star Wars* Galaxies requires DirectX 9.0c. If the installer detects that you don't have DirectX 9.0c installed on your computer, it can automatically install the update for you.
- You may also need to update your video-card drivers to the most recently released versions. Visit your video-card manufacturer's Web site to find the proper downloads.
- Every time you launch the game, you will need to agree to our End User Licensing Agreement/ Terms of Service.
- If you already have a Station Name and Password (perhaps created when you joined the starwarsgalaxies.com Web site), you can use these to login and create your account.
- System requirements may change over time, and you may need to upgrade your current system (or obtain a new system) to play the Game.

CHAPTER 2: CREATE ACCOUNT INFO

Whenever you launch *Star Wars* Galaxies
(using a shortcut on your desktop or by
selecting *Star Wars* Galaxies from your Start
menu), the game will initiate the Launchpad.
The Launchpad will ask for your Username
and Password, and then automatically
download any patches. If you do not yet
have a Username, you can create one by
choosing the New Account button.
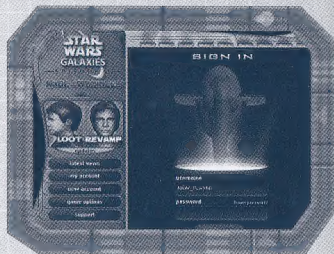
STATION LAUNCHPAD

You can use the Launchpad to:
- Instant Login: Select one of your characters
  to log directly into the game world.
- Chat: Discuss *Star Wars* Galaxies with other players.
- Set-Up Options: Access a variety of performance and graphics options that allow you
  to change the game resolution, run the game in a window, as well as disable
  various audio features.
- Account: Provides access to create New Accounts or manage an existing account
- News: Connects you to a Web page containing the latest news about the game.

After the game has been installed, an icon will be placed on the desktop that launches the
game. Double-clicking on that icon will start the Launchpad.

Character Creation

In *Star Wars* Galaxies, your species, attributes, and Starting Profession initially define your
character. As you progress, you will gain equipment, skills, abilities, and additional profes-
sions, but your beginning choices will remain important.

Choosing a Galaxy

The first step is deciding which Galaxy to play in. A "Galaxy" is the online environment
where your character will live and adventure (in other games, a Galaxy might be called a
"server" or "shard"). When selecting a Galaxy, consider the following:
- Nearly all of the Galaxies have matching content. Tatooine, for example, is found in each Galaxy.
- You cannot travel between Galaxies freely. The Character Transfer System allows you
  to move a character to a different Galaxy for a fee. The Character Transfer System
  can be accessed at http://store.station.sony.com/cts/charactertransfers.jsp
- You can only create one character per Galaxy.
- You can have up to 10 characters total, and you can always delete characters to
  create new ones.

Pick Gender/Species

There are 10 different species available, and each character can be male or female. Available species are:

Human
Rodian
Bothan
Twi'lek
Mon Calamari
Trandoshan
Wookiee
Zabrak
Ithorian
Sullustan

Each species has inherent characteristics that could impact your style of gameplay. Also, if you plan to be a part of the Galactic Civil War, keep in mind that the Empire prefers humans. Members of other species have had successful careers in the Imperial military, but it is a more difficult path to take.

Customizing Your Character

Every species has a number of features that can be changed in the Character Customization screens. If you need further explanation about an interface element or customization option, put your mouse cursor over that area of the screen for a few seconds and a ToolTip will appear.

If you want to change your look in the future, look for an Image Designer. Master Image Designers have choices that are not available during the creation process.

Picking a Profession

There are six Starting Professions available at the beginning of your career. You automatically begin with the base abilities for each starting profession. These professions lead to many Advanced Professions that offer more powerful and specialized abilities. If you ever choose to surrender a starting profession, you can restore the novice abilities again by speaking to the appropriate Trainer.

Each Starting Profession automatically assigns basic equipment and clothing, initial skills and abilities, and starting attributes (which are also affected by your species).

Picking a Name

There are a few rules to naming a character:
1) Names must be unique. If the name you want is taken, you must choose another name.

2) Characters cannot be named after anyone in the films, books, or comics. If you try to create a character named Lando Calrissian, or even variations such as Bob Calrissian or Lando Jones, the name will be rejected.

3) *Star Wars* Galaxies also has an obscenity filter that prevents the creation of any obscene or otherwise inappropriate names. Again, if you try to incorporate curse words or obscene terms, the name will be rejected.

Arriving at Mos Eisley

All new arrivals begin their career in the city of Mos Eisley, on the planet of Tatooine. Starports are an excellent place to find out information and meet new people, so explore your surroundings. Talk to everyone you see in the region.

Be aware that there is a war going on. Cities may sway in their allegiance to either the Empire or the Rebellion. Always be on your guard.

CHAPTER 3: THE ON-GROUND HEADS UP DISPLAY (HUD)

1 HAM Bars: Health, Action, and Mind attributes. These drain as you take damage.

2 States Display: Any positive or negative states affecting your character are displayed here. A "state" is a special condition your character endures or enjoys for a short period of time, and can apply negative or positive modifiers to your attributes and combat abilities. For example, if you are victim of a Blinding Attack, your character will temporarily suffer from a "blinded" state, receiving certain penalties.

3 Toolbar: A bank of shortcuts used to perform actions quickly. Each corresponding key is displayed here.

4 Radar: Displays information on the environment and its occupants around you.

5 Reticle: When in World mode, the reticle attaches to your cursor and can be moved around the screen. As you move your mouse over an object, the reticle will change color and shape depending upon how you can interact with that object.

6 Chat Window: This is where all chat and other important messages are displayed.

You'll notice several tabs on the Chat window. These represent different Chat channels, which function similarly to Chat rooms. For more information see Chat, page 16.

7 Chat Input: Type here to make your character "say" anything.

8 Data Screen Icons: Each of these icons corresponds to a separate data screen that remains hidden until you need it. To access a data screen, enter Data mode by hitting the ALT key on the keyboard, and then press the Mouse 1 button on the icon of whichever data screen you want to access. Each data screen can also be opened and closed while in World mode by using keyboard shortcuts, listed on the following page.

9a Map: Opens a planetary map that shows cities and other important locations (CTRL+V key).

9b Inventory: Allows you to examine or equip and unequip items, including weapons and clothing (CTRL+I key).

9c Datapad: Stores specific types of data, including navigational aides, called way points, and schematics useful for building equipment and items in the game (CTRL+D keys).

9d Character Sheet: Provides all pertinent information about your character, including current attributes and your standing with the Empire and Rebel Alliance (CTRL+C keys).

9e Skills: Review your Skills, All Skills, and Skill Requirements (CTRL+S keys).

9f E-mail: Allows you to send persistent messages ("mail") to other players or receive persistent messages from other players (CTRL+E keys).

9g Options: Access graphics, controls and other settings (CTRL+O keys).

9h Community ("People"): Provides tools to find other players online (CTRL+P keys).

9i Abilities and Commands: Access your character's special moves, as well as general actions anyone can use. While in Data mode, you can use the mouse to drag any action or ability from the Abilities screen into your toolbar to assign it to a Function key (F1-F12) (CTRL+A keys).

9j Holocron: Puts you in touch with the *Star Wars* Galaxies in-game help system (CTRL+H keys).

9k Game Menu: Allows you to quit the game (SHIFT+ESC keys).

CHAPTER 4: PROFESSION/TRAINER/GETTING SHIP INFO

Starting Profession trainers are located in all major cities. Look in the area around the starport. A directional indicator ribbon in front of your character appears when you first enter the world. This guides you along a path to a Mentor who can offer help in the early stages of a profession you wish to pursue.

Talk to any appropriately named Profession trainer to learn additional skills once you acquire enough experience points. These trainers charge a moderate fee for their services.

Pilot trainers require you to sign up for the faction they are associated with: Imperial, Rebel, or Freelance. If you agree to train, they provide a free starting ship with limited abilities. Although you can upgrade the starter ship, you will want to upgrade to ships with better abilities once you become certified. Certifications are achieved by increasing your skill level within the pilot profession.

If you have trouble finding your trainer, use your Planetary Map (Ctrl-V) to locate one. Starting Profession and Pilot trainers are listed under the Trainer Category along the right side of the display.

CHAPTER 5: QUESTS AND MISSIONS

Throughout the galaxy, hundreds of beings are seeking intrepid adventurers for odd jobs and dangerous assignments. If you are looking for a few credits or want something to fight, look for a Mission NPC (Non-Player Character) to find work. NPCs that want your attention will often have a small icon above their head, indicating that they have information, a mission, or advice on entering space.

Missons and The Datapad

All mission details are stored in your Datapad. Open your Datapad (CTRL+D keys) and double-click on the Waypoint icon to read the mission details. The Datapad also stores a waypoint to your target. When you accept a mission, the waypoint is automatically transferred to your Datapad and will appear as an orange arrow on your radar. To find your target, simply head toward the waypoint. You can activate and deactivate the waypoint in the mission details. Finally, you can abandon a mission by choosing Abort Mission in the mission details.

Completing a Misson

Missions are accomplished by meeting the mission goals within a certain period of time. Destroy missions focus on destroying hazardous objects out in the wild. After destroying the target, you will receive credits. Credits are automatically transferred into your galactic bank account. Delivery missions involve taking an item from one NPC to another. Successful delivery grants credits as well.

Specialized mission types involve actions specific to a profession.

Space Missons

Your space trainer provides different missions to gain experience. However, if you are seeking more adventure, space stations offer missions which can often be extremely challenging. Of course, the higher the challenge the higher the potential reward. Successful completion of missions is often the key to an advanced rank in your military career.

Theme Parks

Famous locations like Jabba's Palace on Tatooine or the Emperor's Retreat on Naboo offer a series of quests that lead to special rewards. Progress within these themeparks is restricted, based on how many of the missions you have completed. Completing missions unlocks deeper areas of the themepark and increasingly challenging missions will be offered.

Dungeons

Dungeons are a great way to spend time with other adventurers. The overall scale and level of challenge for each dungeon varies over a wide range. Some are found by exploring the Points of Interest in your Datapad (Ctrl-D), while others you must find on your own. Talk to fellow players to learn about hunting in local caves, forts, or dungeons. Beware that many dungeons would best be explored while bringing along a group of friends.

CHAPTER 6: BASIC GROUND COMBAT

Types of Combat

Combat in *Star Wars* Galaxies relies heavily on the use of ranged weapons such as blasters and blaster rifles. However, characters can also use melee weapons, including vibroaxes and swords. Each type of combat has different advantages and disadvantages. Ranged combat has the advantage of getting in the first strike, and can continue to attack when fleeing. However, characters using ranged weapons are extremely vulnerable to melee damage. A character with a vibroaxe will quickly incapacitate a character with a blaster rifle if able to get close.
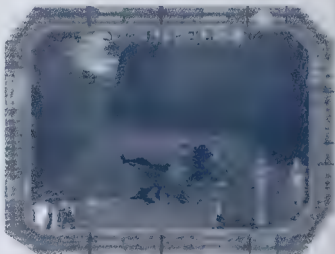
GROUND COMBAT INTERFACE

HAM / Watching Out for Yourself

Your current health is displayed in the upper-left part of the screen. The red bar indicates your health points. The green and blue bars are action bars that represent your action points and mental points respectively. These points can be partially depleted as you perform special attacks or actions within the role of your profession.

When your health bar is empty, you will be incapacitated. Your body will be unconscious until the incapacitation timer runs out. Enemies can have the ability to deathblow (kill) you during incapacitation. If you die, your body will be cloned at the nearest cloning facility. If you live through incapacitation without getting dealt a deathblow, you will get up and slowly start to regenerate your health. Highly skilled Doctors and Combat Medics might also have the ability to revive you while incapacitated or even while waiting for your clone to be activated.

Finding Enemies

Go out into the world away from town and you are bound to find creatures or enemies that you can fight. On the lower left portion of the screen is a radar display that can also help provide information on the creatures around you, the direction you are heading, plus a name describing your current geographic location. Using your mouse pointer, you can hover the cursor over any dot on the radar and view the name of the contact.

Evaluating Enemies

Whenever you target a creature, NPC or another player, a small icon appears next to the target's onscreen HAM bars. This icon is color-coded according to difficulty:

- Green: Well below your skill level and very easy to defeat. You'll receive very small XP rewards for defeating green targets.
- Blue: Slightly below your skill level. Blue targets will put up a fight, but you should win nearly all of these battles. But be warned: if you take on two or three Blue targets, you could find yourself in serious trouble.
- White: Equal to your relative toughness. Defeating such a target will be difficult and may be impossible if you rely on auto-attack. However, defeating white enemies provides larger XP rewards.
- Yellow: Slightly above your skill level. You should avoid such fights unless you have superior weaponry, incredible tactics, healing devices (stimpacks) or friends nearby.
- Red: Well above your skill level. Red targets are incredibly dangerous and will almost always defeat (and most likely kill) you, unless you're part of a much larger and more powerful group.
- Purple: Guaranteed death. You will not win this battle

Initiating Combat

Clicking on a creature will target it. Pay attention to the difficulty color code (also known as the Con) next to the name. If you want to attack the creature, simply press one of your attack abilities in the hotkey slot at the top of the screen using your mouse or by pressing the corresponding function key on your keyboard (F1-F12). This can be a basic attack or a special move based on the current progress you have made within your profession.

Ending Combat

Combat ends when you or your opponent is incapacitated. Sometimes an enemy proves too powerful and the best choice is to run. Players have an ability called Burst Run which allows you to sprint for a short period of time and possibly outrun your foe.

CHAPTER 7: THE STARSHIP DISPLAY (HUD)
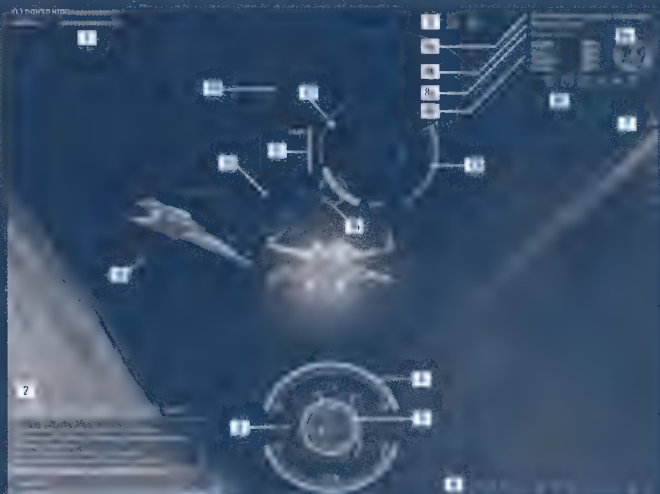
1 **Pilot/group status** Lists your group members and their ship status.
2 **Comms** Ship-to-ship communication/Mission update
3 **Sensor Display** Shows all nearby ships.
   WHITE DOTS Targets that you can't attack
   YELLOW DOTS Non-aggressive targets you can attack
   RED DOTS Aggressive targets
4 **Sensor Overlay: Shields** The blue semi-circles surrounding the sensor display indicate your shield strength. As your shields take damage, these indicators change to show you where the damage is taking place (front or back) and how much shielding is left. When not under attack this indicator "fills up" provided your shield components are functional.

5 **Sensor Overlay: Armor** The central circles on the sensor display indicate your ship's armor strength. The red color indicates healthy armor. Once the armor indicators are empty, your ship chassis and all internal components are exposed to enemy fire.
6 **Toolbar Icons** Mousing over each icon reaveals each function, such as Inventory, Datapad, Abilities, etc.
7 **Ship Component Status Icons** Mousing over each icon reveals each function, such as Engines, Weapons, etc.
8 **Indicator** Displays current target's status.
8a **Target Name**
8b **Target Type**
8c **Targeted Component**
8d **Target's Component Status**
8e **Target's Faction**

8f **Target Action Hotkeys** Mousing over each icon reveals each function, such as Inspect, Dock, etc.
9 **Hotkey Toolbar**
10 **Direct Targeting Area** Pressing the X key targets ships within this purple circle.
11 **Booster Status**
12 **Ship Speed**
13 **Weapon Capacitor Energy**
14 **Mission Critical** This bracket appears around targets critical to your current mission.
15 **Current Target** This bracket appears around the current target.
16 **Lead Indicator** Indicates where to fire to hit a moving target.

CHAPTER 8: BASIC SPACE COMBAT

In most cases, combat is simply a matter of being able to line up your target in your targeting sights and opening fire at the right time.

To cycle through all targets in your immediate area, use the TAB key (default). Also, you can use the T and Z keys to cycle through nearby enemy targets. A targeted enemy will show up as a blue arrow on your HUD. Follow the arrow until you have the targeted starship in your field of view. Open fire by hitting the appropriate mouse or joystick button.

Aim for the small bright circle just in front of the target's movement. This indicator shows the enemy ship's trajectory and will help you "lead" your target.

Destroying an Enemy

When you destroy an enemy ship you automatically receive:

- Any credits that the enemy pilot was carrying
- The credits held in the ship's cargo hold (for transports and capital ships)
- Any special item that the ship was carrying (loot equipment)
- Starship combat experience (if you are not yet a master of your pilot profession)
- Prestige points (if you are a master of your pilot profession)
  All credits and loot are transferred automatically into your inventory.

Disabled Components

As you take damage, it is possible that an enemy might destroy your starship's shields and armor. Any subsequent damage is applied directly to your ship's engine, weapons, and other internal systems. Damage to different systems causes different effects. If your Engine systems are damaged, you will fly and turn slower. Sustained damage can disable your engines, weapons, and other systems, causing them to cease functioning altogether. If your engine is disabled, you will no longer be able to move, and your enemies will make short work of you!

Repairing your Starship

When your ship sustains a significant amount of damage, it can be "destroyed." You will see a brief cutscene of your vessel engulfed in a violent explosion. Fortunately, you never lose your ship chassis permanently. After being destroyed, your ship is automatically towed to the nearest neutral space station.

When your damaged ship arrives at a space station, follow these steps:
  1 Communicate with the space station This happens automatically. The space station commander will hail any damaged ship that comes near the space station.
  2 Tell the space station commander that you want to 'Repair' your ship.
  3 Your ship will be automatically repaired for a fee

If you return to the ground, you can do repairs using the Starship Terminal at the starport. When you are on the ground...
  1 Go to the starport where you parked your starship
  2 Go to the Starship Terminal and use it.
  3 Select the ship, then select 'Manage Ship Components' from the new window.
  4 Locate the starship components (shown in the center view pane) that are damaged.
  5 For each component, you will need a specific 'Repair Kit' that fixes it. For instance, an 'Engine Repair Kit' will not work on a Weapon Capacitor
  6 Drag the appropriate 'Repair Kit' from the left-side menu onto the damaged component in the center view to fix your ship.
  7 Once all components are repaired to your satisfaction, you can close this window or choose to 'Launch' into space.

The steps for repairing something aboard a multi-passenger ship would be:
  1 Find the repair station for the damaged component inside the starship Each component in your multi-person starship has a specific repair station associated with it
  2 For each damaged component, there is a specific repair kit that will repair it. Drag the appropriate repair kit onto the damaged component to repair it.

Heading Home
Once you finish your mission, return to the ground and rendezvous with your Trainer To return home, you need to visit a Space Station.
  1 Open the Star System Map ('M' by default), or open the Hyperspace map ('H' key by default) and double-click on the space system in which you are currently flying Double-clicking the star system from the hyperspace map will cause the Star System Map interface to open automatically.
  2 Choose a Space Station from the list of stations in the Star System Map interface.
  3 Press the Mouse 2 button on the Space Station and choose 'Create Waypoint.'
  4 Close the Star System Map.
  5 Fly to the new waypoint.
  6 When you arrive at the space station, you must target the station ('Shift-C' by default) and communicate with it (with the comm button on your HUD display; or a radial menu.
  7 Tell the space station you want to land on the planet The space station will provide a list of viable landing zones.
  8 Choose your destination to begin the automatic landing sequence When you reach your desired planet, return to the quest trainer for your reward You can also converse with your quest trainer again to receive another mission.

CHAPTER 9: CHAT

Chat Basics
By default, you can chat by simply hitting the ENTER key then typing your message. Chat automatically appears in your Chat Input bar. When you hit the ENTER key again, whatever you have typed appears in the Chat window of those around you. Chat messages also appear in Chat bubbles above your character's head.

Special Commands
The Chat Input bar also allows you to perform special commands. These are sometimes known as slash commands because they are always preceded by the "/". For example, if you want your character to wave, simply type /wave in the Chat Input bar and hit the ENTER key. Type /socials to display a complete list of all special commands.

Speech Commands
To use a speech command for a specific message, simply type /[command] followed by your message (for example, /shout Hello!)

Some common speech commands are:
/say: The default form of speech. This allows you to say something out loud to anyone around you.
/tell [player's name]: Sends a message directly to a specific player. You can use /tell to send messages to any player who is in your Galaxy regardless of distance.
/reply: Sends a message back to the last person who sent you a /tell.
/retell: Sends another tell to the last person you contacted via /tell.
/shout or /yell: Sends your message to a wider area around you. This is useful for messages like /shout Help!
Some special speech commands, like /retort and /shout, produce different types of Chat bubbles.

The Profanity Filter
Star Wars Galaxies has a profanity filter that prevents you from sending or receiving obscene messages. The filter is on by default, but you can turn it off in the Options screen. If you send a profane message to another player who has their profanity filter activated, the offensive words will be converted to non-offensive symbols.

Etiquette and Harassment
Please remember you are playing online as part of a diverse community that includes players of all ages and backgrounds. Hateful, discriminatory, or obscene language will not

be tolerated. Although we have a robust chat filter, there still may be times when you feel you are being harassed. When this occurs, simply type **/addignore [offending player's first name]** to stop receiving messages from them. If you feel the harassment is severe, you can report the problem player to customer service using the Holocron (**CTRL+H** keys) screen.

Moods and Socials

While chatting, you can set your character's mood and use different gestures to make a point, referred to as socials, or emotes.

MOODS

- To set a mood for your character, type **/mood angry** or **/mood sad**. Your facial expression will change and your chat will reflect your mood. You can change your mood at any time. To set a neutral mood, type **/mood none**
- To apply a mood to a specific chat message, type **/[mood name]** followed by **[/chat type]** and then your message. For example, /happy /say Hello
- Type **/moods** for a full list of the available moods. You can also refer to the Moods tab in the Abilities screen (**CTRL+A** keys) for the same list

SOCIALS

Socials are special animations or text messages designed for social interaction. Each social has a special command associated with it.

- To use a social, simply type **/[social]** as in **/wave** or **/cheer**
- To see a full list of emotes, type **/socials** or open the Abilities screen (**CTRL+A** keys) and click on the Social tab.

CHAT AND THE TOOLBAR

Every mood and social is available in your Abilities screen (**CTRL+A** keys). You can press the Mouse 1 button on any Mood or Social icon and drag it into your toolbar to assign that chat command to one of your **Function** keys (**F1-F12**). You can then use the corresponding Function key to use the social or change your mood

CHAT WINDOWS

Star Wars Galaxies provides the ability to conduct multiple conversations at once and track different types of information via various Chat windows. You begin the game with a default Chat window, which has a small number of **Chat** tabs, and the Chat input bar

CHAT TABS

At the top of the Chat window are tabs that allow you to cycle between two different default Chat channels. A Chat channel is like an online chat room. The default channels are:

Spatial: All conversation and important information occurring within a 50-meter radius around you. Socials, emotes, default "say" chat, and any tells or system messages (such as notification that you've earned XP) are all shown here.

Combat: Displays combat information, including damage data. System messages and tells are also reproduced here. NOTE: When you join a group, you automatically get a new channel called Group for all group chat.

To view any of these channels, simply enter Data mode (press the **ALT** key), and then click on the tab or cycle through the tabs using the **CTRL+HOME** keys or **CTRL+END** keys. Anything you type will appear in the active Chat channel.

Multiple Chat Windows

You have the option of moving a Chat window from the standard Chat Input bar, which will allow you to monitor multiple channels at once. While in Data mode, simply press and hold the **MOUSE 1** button on any tab, and then drag that tab away from the Chat window and place it anywhere on your screen. When you release the **MOUSE 1** button, you will create a new window. If you drag any tab onto another tab, you can combine the windows. If you want to remove a Chat box from your screen, click on the **Close** icon (X), and the Chat window will disappear. Or, you can drag the tab back onto your Chat Input bar.

Modifying Channel Tabs

You can modify an existing **Channel** tab by simply double-clicking on it. This will produce a Control window where you can rename the tab and define the type of information the **Channel** tab displays. You can also modify the tab by pressing **MOUSE 2** button on the channel's tab and selecting **Modify** from a list of available options.

Creating Channel Tabs

To create a new **Chat Channel** tab, press **MOUSE 2** button on any existing **Channel** tab to see a list of options. Select **Create Tab**, and a new **Channel** tab, **None**, will appear. Double-click on the new tab to name it and define what types of information it displays.

Sending to Channels

Anything you type in the Chat Input bar is sent to the channel you have activated on your Chat window. You can send text to a different channel at any time by typing **/ [name of the channel] [your message]**. While in the **Spatial** tab, your typed text goes to the Spatial channel by default. But if you type **/group I need help!** the message will be sent to the Group channel.

Group Chat

The easiest way to communicate with your group is to use **/gs** (short for "groupsay"), followed by your message: **/gs I need help!**

>ADVANCED CHAT CHANNELS

Star Wars Galaxies supports a global chat system with multiple channels or "rooms." While Spatial, Combat, and Group chat are provided by default, players are also able to join other channels, and even create and run their own rooms.

Chat Hierarchy

The Chat system is arranged into a hierarchy. A given Chat channel can contain multiple rooms below it, similar to the way in which directories and folders are arranged on your computer's hard drive. For example, a player might create a channel for all Marksmen, but then reserve a special Chat room for invited Master Marksmen only.

Configuring Tabs for Channels

Any **Chat** tab on your UI can monitor more than one channel. To configure a tab to monitor additional channels, click and press **MOUSE 2** button on that tab, and then choose **Modify Channels** from the radial menu (or double-click on the tab). You will then be taken to the Channel Selection screen. On the left side of the Channel Selection screen is a list of all channels you are currently monitoring. On the right side is a list of all channels the tab currently displays. You can move a channel between the two lists by clicking on a channel name, and then using the **Add Channel** (>>) and **Remove Channel** (<<) buttons. You can also double-click on a channel's name to move it. Although you can configure your tabs to receive messages from more than one channel, the Chat Input bar can only send to one channel at a time (remember, you can always send to another channel by typing **/[channel name] [your message]**).

Joining New Channels

To join and create new channels or Chat rooms, access the Channel Browser. Click and press **MOUSE 2** button on a **Chat** tab, and then choose **Join Chat Channel** (it's sometimes helpful to create a new empty tab for this purpose). The Channel Browser is a large window broken into two main sections: Channel Listing and Channel Information.

The Channel Listing

Channels are displayed in a "tree view," with channels and rooms nested inside one another. When you first open the window, you will only see the base **SWG** icon. Click on this icon to expand the channels. Each channel will display its name, followed by a brief description.

- Channels you are in are marked with a little star on the left side of the display
- Channels you own are shown in white.

Creating a Channel

While on the Channel Listing screen, you can create a new channel by opening the Chat folder and clicking the Create Channel button. You can create a sub-channel within another channel, but only if you have moderator privileges for the "parent" channel. When you create a channel, you will be asked to name the room. The name must be one word, and we recommend you keep it fairly short to make it easy to remember and type. You can also type a description for your room. When you create a channel, you become that channel's owner and can assign controls to the room.

PRIVACY CONTROLS

You can set your channel to Private or Moderated. A Private channel can only be accessed by those who have been invited to join the room, while a Moderated channel allows any-one to visit. For either channel, you have the power to remove anyone who misbehaves.

MODERATORS

The owner of a channel is automatically assigned moderator powers over that channel. The moderator powers include:
- Inviting another player into a Private channel
- Uninviting another player from a Private channel
- Kicking another player out of a channel
- Giving another player moderator privileges
- Revoking moderator privileges from another player
- Destroying the channel

OTHER CHANNEL LISTING COMMANDS

- You can delete a channel you own by clicking on it, and then pressing the **Delete Channel** button.
- **Leave Channel** will exit whatever channel you have selected. If that channel was the only channel associated with a tab, that tab will revert to the name **None** and will not display any text until you assign it to at least one other channel.
- **Refresh** will update the channel listing for the selected channel.

CHAPTER: 10 GROUPING

Forming groups is often essential to surviving in the wild. Although groups can range from two to twenty players, most groups typically contain four to eight characters.

Forming a Group
To start a group, press **MOUSE 2** button on any player, and then select the Invite option from the radial menu. You can also type **/invite [player's first name]** in the Chat Input bar to invite someone to your group.

Joining a Group
To join a group, you must first be invited. When you receive a message that you have been invited to join a group, simply type **/join** in your Chat Input bar. You can also bring up a radial menu on the character that invited you and select **Join Group**. If you are invited to a group and do not wish you join, type **/decline** in the Chat Input bar. A **Decline** option also appears on the radial menu of the inviter, connected to the **Join Group** option.

The Group List
Once you form or join a group, you'll see a new element: the Group list. The Group list contains the names and HAM bars of every group member. If you target a group member (for healing, perhaps), that character's **Status** box will be marked by a small white triangle. You can target group members by clicking on their **Status** box. The group leader's **Status** box always appears at the top of the Group list (but beneath your own HAM bars). If you target a group member, that character's **HAM** box will be marked by a white triangle.

Group Chat
Members of a group can talk directly to one another by using a special and private group channel, which is automatically created when the group is formed. Group chat can be accessed through:
- **/gsay [message]**
- **/gtell [message]**
- **/groupsay [message]**

The Group Leader

The player who started the group is the group leader. He or she has access to a number of special commands, which are available through the Chat commands and radial menu options:

- **Invite (/invite [player's first name]):** Only group leaders can invite a new player to join the group.
- **Kick from Group (/disband [player's first name]):** Allows the leader to eject a specific player from the group.
- **Disband Group (/disband):** Dissolves the entire group.
- **Leadership Transfer (/makeleader [player's first name]):** Transfers the role of group leader to another character. This command can only be executed from the Chat Input bar.
- **Group Options (/group options, /group menu):** Displays a Group Options menu that can be toggled on or off.
- **Autosplit Toggle (/group autosplit [on or off]):** With Autosplit enabled, the game will automatically divide any retrieved credits or items among all group members. Autosplit can be toggled in the Group Options menu or through a chat command.
- **Autoloot Toggle (/group autoloot [on or off]):** With Autoloot enabled, the group will automatically pick up any credits or items found. Autoloot can be toggled in the Group Options menu as well.
- **Autoloot Items Toggle (/group autoloot items [on or off]):** With Autoloot Items enabled, the group will automatically pick up any items found. Autoloot Items can be toggled in the Group Options menu.
- **Autoloot Credits Toggle (/group autoloot credits [on or off]):** The group automatically picks up any credits found when this option is enabled. Autoloot Credits can be toggled in the Group Options menu.
- **Notify Toggle (/group notify [on or off]):** With Notify enabled, each member of the group will receive a message when an important event occurs, such as a group member becoming incapacitated. The group leader can use this command to toggle all of the Notify settings on and off simultaneously.
- **Notify Credits Toggle (/group notify credits [on or off]):** With Notify Credits enabled, each member of the group will receive a message when credits are looted.
- **Notify Items Toggle (/group notify items [on or off]):** With Notify Items enabled, each member of the group will receive a message when an item is looted.
- **Notify Harvest Toggle (/group notify harvest [on or off]):** With Notify Harvest enabled, each member of the group will receive a message when a creature's corpse is harvested for resources.
- **Notify Incapacitation Toggle (/group notify incapacitation [on or off]):** With Notify Incapacitation enabled, each member of the group will receive a message when a member of the group is incapacitated.
- **Notify Death Toggle (/group notify death [on or off]):** With Notify Death enabled, each member of the group will receive a message when a member of the group dies.

Other Group Commands

All group members have access to the following commands:

- **Group Info (/group info):** Displays information about the group, including the names of members and the current Group Options.
- **Group Leader (/group leader):** Displays the group leader's full name.
- **Autosplit (/group autosplit):** Displays whether Autosplit is on or off. Only the group leader can toggle Autosplit.
- **Autoloot (/group autoloot):** Displays the status of the Autoloot option.
- **Autoloot Items (/group autoloot items):** Displays the status of the Autoloot Items option.
- **Autoloot Credits (/group autoloot credits):** Displays the status of the Autoloot Credits option.
- **Notify (/group notify):** Displays the status of each Notify option.
- **Notify Credits (/group notify credits):** Displays whether or not group members will receive a message when credits are looted.
- **Notify Items (/group notify items):** Displays whether or not group members will be notified when items are looted.
- **Notify Harvest (/group notify harvest):** Displays whether or not group members will be notified when resources are harvested from creature corpses.
- **Notify Incapacitation (/group notify incapacitation):** Displays whether or not group members will be notified when another group member is incapacitated.
- **Notify Death (/group notify death):** Displays whether or not group members will be notified when another group member is killed.

Sticking Together

Once you're in a group, you can make sure that you remain near your newfound friends by watching the radar. Your group members will appear green on the radar, while the group leader will appear magenta. Next to the **HAM** bar for each member, there is a directional arrow and current range in meters guiding you to their position. You can also force your character to follow another player by selecting **Follow** from the radial menu of the character you want to follow, or targetting them and typing **/follow**.

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GAME SUPPORT

For the latest information on updates and events, please visit the *Star Wars* Galaxies: An Empire Divided official web site at: www.starwarsgalaxies.com. We offer a variety of ways to help you solve problems both in the game and out.

In-Game Help

If you are in need of help while in the game, click on the Holocron button on the toolbar or pressing the CTRL+H keys (by default) in the Chat window. This will bring up the Holocron, a guide that answers general questions about the game. You can find more specific information by pressing the Customer Service button in that window. This will bring up the in game Knowledge Base where you can enter text to search for solutions to common issues.

If you are unable to find a resolution to your issue, press the New Ticket button in the bottom of any article. This will allow you to write a message (commonly called a "ticket" or "petition") to our staff of Customer Service Representatives. Since tens of thousands of players are usually online at the same time, CSRs may be responding to other players' tickets. Your ticket is put in a queue as soon as you submit it and will be dealt with by the first available CSR.

Select the Open Ticket tab to review or delete any open requests you have made. This also is where you will see messages from the Customer Service Representative and where you can give further information if requested. Be patient and your problems will be solved if they fall within the rules of the game.

Out-of-Game Support

If you have questions regarding technical issues or your account and/or billing (i.e. Registration, Password Recovery, Subscribing, Cancellation, etc.), please contact Sony Online Entertainment Customer Service in one of the following methods:

SEARCH OUR KNOWLEDGE BASE

You can visit our Knowledge Base out of the game as well for a comprehensive auto self-help system that is up to date with the latest information and issues located at: www.station.sony.com/kb.

LIVE CHAT

To chat with a Live Representative through the web site, please use our Live Chat feature: http://www.station.sony.com/en/instantchat.jsp. Live Chat hours are 9:00 a.m. to 6:00 p.m. (Pacific Standard Time), Monday through Friday.

PHONE SUPPORT

If you require additional support, please contact Sony Online Entertainment from 9:00 a.m. to 1:30 p.m. and from 3:30 p.m. to 6:00 p.m. (Pacific Standard Time), Monday through Friday, at 858-790-7827 (STAR).

E-MAIL SUPPORT

You may also reach us by e-mail at: **swgsupport@soe.sony.com**. Before sending your e-mail, please specify the nature of your inquiry in the subject of your e-mail. (i.e., technical issue, account issue, billing issue, in-game bug). A Customer Service Representative will respond to your e-mail as quickly as possible.

DEFAULT GROUND CONTROLS

The basics outlined in the previous chapter should help you survive your first few encounters, but to truly excel at combat, you'll want to master a suite of commands and controls.

New MMO Keymap	Action	New MMO Keymap	Action
A	TURN LEFT	T, CTRL-D	DATAPAD
B, CTRL-A	COMMAND BROWSER	U	DEFAULT ACTION
C	CHARACTER SHEET	V	PLANET MAP
D	TURN RIGHT	W	RUN FORWARD
E	RUN RIGHT (STRAFE)	BACKSPACE	CLEAR COMBAT QUEUE
I	INVENTORY	BACKSLASH	PEACE
J	QUEST JOURNAL	UP ARROW	RUN FORWARD
K	ATTACK	LEFT ARROW	TURN LEFT
L, CTRL-S	SKILLS	RIGHT ARROW	TURN RIGHT
M	HUD MAP	DOWN ARROW	BACKWARDS
O	OPTIONS	NUMLOCK	AUTORUN
P	COMMUNITY	NUMPAD 1	STRAFE LEFT
Q	RUN LEFT (STRAFE)	NUMPAD 3	STRAFE RIGHT
R, CTRL-E	PERSISTENT MESSAGE BROWSER	ESCAPE	UNTARGET
		TAB	CYCLE TARGET
S	RUN BACKWARDS	ENTER	ENTER CHAT

DEFAULT FLIGHT CONTROLS
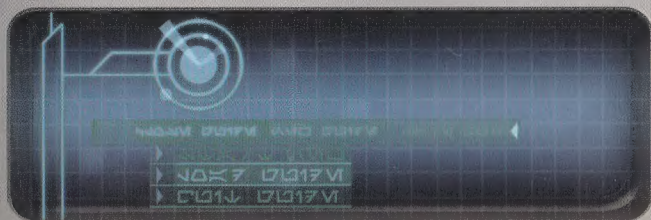
Control Type

CONTROL HEADING	MOUSE
FIRE CURRENT WEAPON GROUP	MOUSE BUTTON 1, JOYB1
FIRE CURRENT ORDNANCE GROUP	MOUSE BUTTON 2, JOYB2
ZOOM IN/OUT	MOUSE WHEEL, NUMPAD + / NUMPAD -
FREE LOOK	NUMPAD 0
INCREASE SPEED SETTING	↑, =, W
DECREASE SPEED SETTING	↓, -, S
ROLL LEFT	Q / ←
ROLL RIGHT	E / →
YAW LEFT	A / NUMPAD 1
YAW RIGHT	D / NUMPAD 3
SWAP ROLL AND YAW JOYSTICK AXES	JOYB5
FULL POWER	HOME
FULL STOP	END
MATCH TARGET SPEED	M
AUTO-LEVEL YOUR SHIP	CTRL + /
ENGAGE BOOSTER	B, JOYB4
REAR VIEW (CHASE CAMERA)	NUMPAD .
FIRE COUNTERMEASURE	DELETE, MOUSE BUTTON 3, JOYB3
NEXT ORDNANCE GROUP	SHIFT + MOUSE BUTTON 2
NEXT WEAPON GROUP	SHIFT + MOUSE BUTTON 1
CLEAR TARGET	ESC
CYCLE COMPONENT FORWARD	]
CYCLE COMPONENT BACKWARD	[
CYCLE NEXT TARGET IN HISTORY	SHIFT + CTRL + '
CYCLE PREVIOUS TARGET IN HISTORY	SHIFT + CTRL + ;
TARGET LAST ENEMY THAT SHOT PLAYER	R, JOYB8
TARGET CLOSEST ENEMY	TAB, JOYB6
TARGET CLOSEST ENEMY PLAYER	SHIFT + TAB
TARGET CLOSEST FRIENDLY	;
TARGET CLOSEST FRIENDLY PLAYER	K
TARGET LOCK	NUM LOCK
TARGET GROUP LEADER	,

Current Keymap Default

TARGET NEXT CAPITAL SHIP OR SPACE STATION	C
COMMUNICATE WITH SPACE STATION	/
TARGET NEXT ENEMY PLAYER	Z
TARGET NEXT ENEMY STARSHIP OR SPACE STATION	T
TARGET NEXT FRIENDLY PLAYER	L
TARGET NEXT GROUP MEMBER	.
TARGET NEXT SHIP UNDER RETICLE	X, JOYB7
TARGET NEXT SPACE OBJECT (OF ANY TYPE)	Y
TARGET PREVIOUS ENEMY STARSHIP OR SPACE STATION	SHIFT + T
TARGET PREVIOUS FRIENDLY STARSHIP OR SPACESTATION	SHIFT + '
TARGET PREVIOUS FRIENDLY PLAYER	SHIFT + L
TARGET NEXT FRIENDLY STARSHIP OR SPACESTATION	'
TARGET PREVIOUS GROUP MEMBER	SHIFT + .
TARGET PREVIOUS UNDER RETICLE	SHIFT + X
TARGET PREVIOUS SPACE OBJECT (OF ANY TYPE)	SHIFT + Y
TARGET SELF	CTRL + 1
DOCK WITH TARGET / UNDOCK WITH TARGET	U
INSPECT TARGET	I
OPEN/CLOSE WINGS (WING)	O
FIRE WEAPON GROUP 1	1
FIRE WEAPON GROUP 2	2
FIRE WEAPON GROUP 3	3
FIRE WEAPON GROUP 4	4
FIRE WEAPON GROUP 5	5
OPEN QUEST JOURNAL	J
OPEN WEAPON GROUP CONFIG SCREEN	G
OPEN SHIP COMPONENT DETAILS SCREEN	V
COMMUNICATE WITH NPC STARSHIP	\
START CHAT COMMAND	/
OPEN HYPERSPACE MAP	H
OPEN ZONE MAP	N, CTRL + V

SONY ONLINE ENTERTAINMENT

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